

Bi-County League Rules

10u and 12u Boys

Last updated 4/21/23

I. Player Eligibility

1. The cutoff date for each age group is April 1.
2. Age cutoff for each league: 10u (Pee Wee) may not be 11 before April 1, 12u (Little League) may not be 13 before April 1.
3. A player must play ball with their hometown team or the team from the town where they attend school, if that town provides the appropriate age level team. If a player starts the season with a team, they must stay with that team for the remainder of that season unless their residency changes. Once a player has opted to join a team sponsored by the baseball association or equivalent in a particular town, then they are required to continue with the program in that town unless the town should no longer offer an age appropriate team or if the player moves. If a town does not offer a team in a particular age group, the players in that age group from that town are allowed to play in another town which offers an age appropriate team.
4. A player must play at least half of the regular season games with that team or a younger team from the same Bi-County town in order to be eligible to represent that town in tournament play, except in the case of an injury. A player may only pitch for one team at one level during tournament play.

II. Field and Equipment Requirements

1. 10u boys play 60' bases, **12u boys play 70' bases**. Batter's box must be drawn and enforced.
2. Pitching distances for each league: 10u (Pee Wee) 43', 12u (Little League) 50'.
3. Official ball size: Pee Wee and Little League- official 9" Little League or comparable **leather covered** ball. **Official Bat Size: barrel size may be 2 ¼", 2 5/8", or 2 ¾"**.
4. The home team is responsible for providing at least two qualified umpires for each of the scheduled games with the home plate umpire always being an adult or otherwise qualified umpire. Failure to provide at least two qualified umpires will constitute a valid protest on the part of the visiting team and could lead to forfeiture of the games by the home team, unless the visiting team coach waives the protest.

5. Any ground rules regarding the home field must be discussed prior to the onset of each game with both umpires and the coaches of both teams.
6. Uniforms or shirts will be required to be of the same color with a different number on the shirt required for each player. Uniform number must be clearly visible from either front or back side.
7. Players in all divisions must wear batting and running helmets. Catchers in all divisions must wear protective gear including shin guards, chest protector, mask, and helmet.

III. Lineups and Fielding Positions

1. 10u (Pee Wee) may bat either the entire team or 10 players. 12u (Little League) will bat 9 players.
2. Any team batting their entire lineup may substitute openly. If a team is playing with substitutes, proper substituting procedures must be followed. **Once a player has been removed from pitching, they may not reenter as pitcher for the remainder of that game.**
3. 10u (Pee Wee) teams will field ten players. A team may field nine players with no penalty if a tenth player is not available. 12u (Little League) will field 9 players.
4. If a team plays with less than nine players, for any reason, then an automatic out(s) will be recorded for each position not fielded. If less than nine players are fielded due to injury, then the automatic out(s) will be recorded in the position of that player or those players who have been removed. If a team starts with less than nine players, then the position of the automatic out(s) will be determined at the beginning of the game and will be maintained throughout the game. Established maximum run rules will continue to be in effect.
5. In every league only 6 players, including the pitcher and catcher, are allowed to play in front of the baseline. All other players must play behind the baseline.

IV. Game Play

1. 10u (Pee Wee) will play 5 innings or 1 ½ hours, whichever occurs first. 12u (Little League) will play 6 innings or 2 hours, whichever occurs first. Once the time limit is reached, the current inning must be completed, and no new inning started. The clock will stop during rain delays or any other delay not caused by one of the teams. No infield will be allowed if game is 20 min or more behind schedule. 8u coach pitch cannot start an inning after 7pm if there is a game following. If any game is tied, then it will be played out to determine a winner regardless of time.

2. 10u (Pee Wee) has a 4 run limit per inning. 12u (Little League) has no per inning run limit, but they do have a 10 run mercy rule after 5 innings, and an optional 15 runs after 3 innings if the losing team agrees.

3. 10u (Pee Wee) is allowed to steal bases after the ball has crossed Home plate. If a player leaves the base before they are allowed, each team will be given one warning by the umpires, but the runner will be sent back to the base he was occupying and the plate umpire will call no pitch. For a second and any subsequent instances of leaving a base too early once a warning has been given, the player will be automatically called out and the plate umpire will call no pitch. In the 10u (Pee Wee) division an overthrow to the pitcher from the catcher after the pitch is considered a dead ball. **In 10u (Pee Wee) the batter may advance past first base on a walk only if a play is being made on another base runner.**

4. 12u (Little League) has an open home plate. There is no infield fly rule in any league. **Base runners are allowed to lead off. Balks will be called. Batters are allowed to advance to first on a dropped third strike.**

5. The Bi-County has no mandatory slide rule. No deliberate running down of players. This will be discretion of the umpire. First offense- the player will be called out. Second offense- the player will be ejected from the game.

6. 10u (Pee Wee) pitchers can pitch six innings per calendar week, no matter which league they pitch in. The calendar week starts Sunday and ends Saturday. They may pitch nine innings during the tournament. 12u (Little League) pitchers can pitch seven innings per calendar week during regular season and ten innings during the tournament. **The league recommends holding a pitcher under 90 pitches in any one game.**

V. Scheduling and Cancelations

1. All first games will begin at 6:00 pm. The visiting team will have a 15 minute grace period. If the home team is not ready to play at 6:00 pm, the first game is forfeited and the second game will start at 7:30 pm. The first game will be played in its entirety or until one team is mathematically eliminated. Even if the first game mathematically decided, they may continue to play until 7:15. If the second game must be suspended because of a park "lights out" rule, the game shall be picked up at the point that it was suspended and played to its completion at a later date.

2. Home team must make every attempt to reschedule any scheduled game that needs to be rescheduled because of a rainout, within one week or the home team will forfeit. The requesting team must make every attempt to reschedule any scheduled game rescheduled for any other reason within one week or they will forfeit. **Games must be rescheduled, not necessarily played, within a week to avoid forfeit.**

VI. Standings and Tournament

1. Win/loss record will determine position in the tournament. In the case of a tie in the standings, head to head records will be used. If still a tie, run differential among tied teams, lastly a coin flip. If more than two teams are tied, the tie breakers are used to determine the top seed among the tied teams. After one spot is determined, the remaining teams will start over with the tie breakers. Records must be submitted to tournament host coordinator as soon as possible. **Coaches please contact the tournament host 7-10 days prior to the start of the tournament with your current record, in an effort to speed up the seeding process.**
2. During each tournament, the tournament host team will be responsible for providing a minimum of two umpires for each tournament game. Each team will be responsible for contributing two new balls to the host team during the tournament.
3. Early round games will use regular season time limits, but Championship and 3rd place games will be played to their entirety. Mercy rules and mathematical elimination will still be used in all games. Any games suspended due to weather will be resumed at the point the game was suspended and played to its completion.
4. Any league with more than 8 teams will start their tournament on Sunday, leagues with 8 or fewer teams will start on Monday.
5. Teams will not be permitted to warm up on the field before games during the tournament.
6. All lineup changes must be reported to the official scorekeeper and to the opposing team.
7. The Bi-County baseball league will furnish trophies for the first, second, third, and fourth place teams, unless there are 6 or fewer teams in a league then only three places will be given. Trophies will be given to each player on the regular season first place team.

VII. Conduct and Process

1. If a coach is forcibly removed from a game due to unsportsmanlike behavior, it will constitute a one game suspension for the next game. Any future such instances will constitute a lifetime ban from coaching in the Bi-County League. Any such incident is to be reported to the Bi-County League.
2. These rules are specific to this league, anything not covered is subject to the USA Baseball rule book.
3. It is expected that these rules will be understood and adhered to by all coaches and umpires in the Bi-County League. Every attempt should be made to work out any differences and clarify ground rules prior to the beginning of each game to minimize any difficulties, which may ensue. Protest of games is discouraged by the Bi-County League.

4. Protests are discouraged and must be made by town presidents.

5. Anyone, including fans, using profanity or offensive words towards the umpires, coaches or players will be removed by the umpire or tournament director.

Bi-County President- Dan Summers